

D&D Fight Club

Handmaidens of Lolth

By Robert Wiese



Design Notes

Because [Expedition to the Demonweb Pits](#) came out this month, I combed through the old *Q1: Queen of the Demonweb Pits* to see what you could use against your PCs in the upcoming big adventure. Though I saw a number of good options, I chose the handmaidens of Lolth themselves: the yochlols. The most recent version of the yochlol is presented in [Fiendish Codex I: Hordes of the Abyss](#), and it is a pretty cool monster. The challenge was that the base yochlol is CR 8, and *Expedition to the Demonweb Pits* is designed for characters of levels 9-12. Thus, instead of presenting one yochlol at three stages in its progression (which would have resulted in a CR 18+ creature), this month's Fight Club gives you three different yochlols.



Lolth creates the yochlols specifically to serve her, and she uses them as spies, diplomats, guards, and enforcers. Created from captured succubi, the yochlols are a servitor race of demons (much like the tanar'ri once were) and Lolth keeps them tightly focused on their duties. The three yochlols presented below fill different roles for their demonic mistress.

The yochlol can assume four different forms, but they are very similar in their statistics. However, the humanoid forms can wear equipment, and at higher level they can be equipped with some good stuff. The stat block is given for the natural and gaseous forms, and the changes for the humanoid and spider form are presented below the main block. When making the changes for the forms other than the natural one, replace the whole line in the natural form block with the line in the modified form block unless the modified line tells you to add or subtract something from the natural form line. If the line does not exist in the natural form block, add it.

Bloqroth, Yochlol Enforcer

One of the yochlol's roles is that of enforcer of the demon queen of spiders' decrees, especially among the demons of her court. When dissent holds up her plans, she sends one or more of her yochlol enforcers to smooth things out. Bloqroth is trained to eliminate those who oppose Lolth's decrees among the drow and other mortal races. She spends most of her time in humanoid form as a beautiful drow elf, moving through drow communities and using her powers to keep tabs on those who serve Lolth. Bloqroth is trained in the ancient arts of the duskblade, which trace to the oldest elven traditions. She works alone most of the time, but sometimes she uses *dominated* drow to initiate or carry out "eliminations." If she has to change to another form, she does so in a safe place so as not to lose her equipment. When in combat, Bloqroth uses arcane channeling with *vampiric touch* as much as she can to keep up her temporary hit points (the damage from the spell applies each time, but the temporary hit points overlap rather than stack).

Bloqroth, Yochlol Duskblade 13 (natural and gaseous form) CR 16

CEMediumoutsider (chaotic, evil, extraplanar, **shapechanger**)

Init +6; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages Abyssal, Drow, Common, Undercommon; telepathy 100 ft.

AC 21, touch 21, **flat-footed** 15

(+6 Dex, +5 deflection)

hp 218 (23 HD); **DR** 10/good

Immune acid, electricity, mind-affecting spells and effects, poison

Resist cold 10, fire 10; **SR** 22

Fort +20, **Ref** +17, **Will** +17

Speed 30 ft. (6 squares)

Melee 8 tendrils +29 (1d4+5)

Base Atk +23; **Grp** +28

Atk Options Combat Reflexes, Combat Expertise

Special Actions *arcane attunement*, arcane channeling (full attack), quick cast 2/day

Duskblade Spells Known (cast 6/11/9/7/3 per day, CL 13th):

4th -- *channeled pyroburst** (DC 19)

3rd -- *crown of might**, *doom scarabs** (DC 18), *regroup**, *vampiric touch*

2nd -- *animalistic power**, *seeking ray** (+29 ranged touch), *stretch weapon**, *touch of idiocy*

1st -- *Bigby's tripping hand** (DC 16), *Kelgore's fire bolt** (DC 16), *ray of enfeeblement* (+29 ranged touch), *resist energy*, *stand**

0 -- *acid splash*, *disrupt undead*, *ray of frost* (+29 ranged touch), *touch of fatigue*

* Spells are described in *Player's Handbook II*

Spell-Like Abilities (CL 10th):

At will -- *detect thoughts* (DC 17), *dominate person* (DC 20), *darkness*, *desecrate*, *greater teleport* (self plus 50 pounds of objects only), *spider climb*, *stone shape*, *web* (DC 17)

Abilities **Str** 20, **Dex** 22, **Con** 20, **Int** 20, **Wis** 15, **Cha** 20

SQ armored mage (medium, heavy shield), humanoid form, gaseous form, Lolth's favor, mind blank, rapid shapeshifter, spell power +3, spider form

Feats Combat Casting, Combat Expertise, Exotic Weapon Proficiency (hand crossbow)[B], Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Persuasive, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse

Skills Bluff +20, Concentration +31 (+35 casting in threatened areas), Decipher Script +18, Diplomacy +26, Disguise +5 (+7 acting), Gather Information +7, Hide +19, Intimidate +22, Knowledge (arcana) +18, Knowledge (geography) +13, Knowledge (local) +18, Knowledge (nobility) +10, Knowledge (religion) +18, Knowledge (the planes) +26, Listen +15, Move Silently +19, Sense Motive +28, Spellcraft +20, Spot +15, Survival +2 (+4 on other planes, +4 avoiding getting lost and hazards)

Arcane Attunement (Sp) Bloqroth can use *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* as spell-like abilities a combined total of 8 times per day.

Arcane Channeling (Su) Bloqroth can cast any touch spell that she knows with casting time of 1 standard

action or less and deliver it through a melee attack rather than a melee touch attack. The damage is resolved, and then the spell effect is resolved on the target. She can also deliver a touch spell as part of a full attack action, and the spell affects every foe she hits that round (though each foe can be affected by the spell only once during the round). Delivering touch spells this way discharges them at the end of the attack or round, so any extended duration is ended.

Quick Cast Bloqroth can cast 2 spells per day as swift actions, provided their casting time is 1 standard action or less.

Armored Mage (Ex) Bloqroth can use light armor and shields, medium armor, and heavy shields with no chance of arcane spell failure.

Gaseous Form (Su) A yochlol can assume gaseous form, appearing as a roiling cloud of oily green smoke. In this form, a yochlol's statistics do not change, although it is treated as if under the effects of a *gaseous form* spell that cannot be dispelled. A gaseous yochlol can use *contact other plane* at will as an additional spell-like ability. Any creature sharing the same square as a gaseous yochlol at the end of that creature's turn is affected as if by a *stinking cloud* spell (DC 20 Fort save negates). The save DC is Constitution-based.

Humanoid Form (Su) A yochlol can assume the form of a hauntingly beautiful human or elf (usually drow) woman. It has only a little flexibility in altering its specific appearance, and as a result it can't use this ability to disguise itself as a specific individual. Yochlols are nude when they initially assume humanoid form, so they often wait to assume this form until they have equipment and weapons ready.

Loth's Favor (Su) A yochlol receives a deflection bonus to its Armor Class equal to its Charisma bonus while in gaseous and spider forms.

Mind Blank (Su) A yochlol is protected at all times by the equivalent of a *mind blank* spell. This effect cannot be dispelled.

Rapid Shapeshifter (Ex) A yochlol can shift between its four forms as a swift action that it can perform as often as once per round.

Spell Power (Ex) If Bloqroth has injured a foe with a melee attack, she gains a +3 bonus on caster level checks to overcome that foe's spell resistance for the rest of the encounter.

Spider Form (Su) A yochlol can assume the form of a Medium monstrous black widow spider. It retains all of its base statistics but gains a climb speed of 30 feet. It loses its tendril attacks but gains a poisonous bite attack. The poison save DC is Constitution-based.

In humanoid form, make these changes to the natural form statistics:

Init +9; **Senses** darkvision 60 ft.; Listen +15, Spot +15

AC 32, touch 19, flat-footed 23
(+6 Dex, +10 armor, +3 natural)
Fort +20, **Ref** +20, **Will** +17

Melee +3 *keen rapier* +33/+28/+23/+18 (1d6+11/15-20) and
+3 *short sword* +33/+28/+23 (1d6+7/19-20) or
Ranged mwk hand crossbow +33 (1d4/19-20)
Base Atk +23; **Grp** +31

Atk Options Combat Casting, Combat Expertise, Two-Weapon Rend (1d6+12)

Spell-Like Abilities (CL 10th):

At will -- *detect thoughts* (DC 20), *dominate person* (DC 23), *darkness*, *desecrate*, *greater teleport* (self plus 50 pounds of objects only), *spider climb*, *stone shape*, *web* (DC 20)

Abilities Str 26, Dex 28, Con 20, Int 20, Wis 15, Cha 26

Skills Bluff +23, Concentration +31 (+35 casting in threatened areas), Decipher Script +18, Diplomacy +26, Disguise +9 (+10 acting), Gather Information +10, Hide +22, Intimidate +25, Knowledge (arcana) +18, Knowledge (geography) +13, Knowledge (local) +18, Knowledge (nobility) +10, Knowledge (religion) +18, Knowledge (the planes) +26, Listen +15, Move Silently +22, Sense Motive +28, Spellcraft +20, Spot +15, Survival +2 (+4 on other planes, +4 avoiding getting lost and hazards)

Possessions +5 *mithral chainmail*, +3 *keen rapier*, +3 *short sword*, masterwork hand crossbow, 20 bolts, *cloak of Charisma* +6, *gloves of Dexterity* +6, *belt of giant strength* +6, *amulet of natural armor* +3, *boots of speed*, 1600 gp total in miscellaneous coins

In spider form, make these changes to the natural form statistics:

Speed 30 ft. (6 squares), climb 30 ft.

Melee bite +29 (1d6+7 plus poison)

Poison (Ex) Injury, Fortitude DC 20, initial 1d6 Con/secondary 2d6 Con.

Jiashenth, Yochlol Spy

Lolth keeps all drow competing with each other, ostensibly for their own good. Additionally, Lolth seeks to conquer other worlds and bring them into her demonweb. To accomplish all this, she needs a lot of information. To get that information, she relies on her yochlol spies. Jiashenth is one such spy, and she is trained to use her *detect thoughts* ability to its fullest effect. Some spies rely on interactions to gather information, but Jiashenth collects most of her intelligence directly from the minds of her targets. She prefers to find a place where her targets gather normally, and then go there in humanoid or gaseous form and "listen in" on what they are thinking. In humanoid form she can enter conversations and guide the discussion so that her targets think about whatever she wants to know from them. In combat, she relies on her anticipate ability and anyone in the vicinity she can *dominate* to fight for her.

Jiashenth, Yochlol Mindspy 5 (natural and gaseous form) CR 13

CE Medium outsider (chaotic, evil, extraplanar, shapechanger)

Init +6; **Senses** darkvision 60 ft.; Listen +16, Spot +21

Languages Abyssal, Drow, Common, Undercommon; telepathy 100 ft.

AC 21, touch 21, flat-footed 15

(+6 Dex, +5 deflection)

hp 142 (15 HD); **DR** 10/good

Immune acid, electricity, mind-affecting spells and effects, poison

Resist cold 10, fire 10; **SR** 22

Fort +13, **Ref** +14, **Will** +14

Speed 30 ft. (6 squares)

Melee 8 tendrils +21 (1d4+4)

Base Atk +15; **Grp** +19

Atk Options Combat Casting, Combat Expertise

Spell-Like Abilities (CL 10th):

At will -- *detect thoughts* (DC 17), *dominate person* (DC 20), *darkness*, *desecrate*, *greater teleport* (self plus 50 pounds of objects only), *spider climb*, *stone shape*, *web* (DC 17)

Abilities Str 19, Dex 22, Con 20, Int 18, Wis 16, Cha 20

SQ anticipate, combat telepathy, gaseous form, humanoid form, instant mindscan, Lolth's favor, mind blank, multiple surface thoughts (four), rapid shapeshifter, spherical detect thoughts, spider form,

Feats Ability Focus (detect thoughts), Combat Casting, Combat Expertise, Exotic Weapon Proficiency (hand crossbow)[B], Negotiator, Persuasive, Weapon Finesse

Skills Bluff +25, Concentration +23 (+27 casting in threatened areas), Diplomacy +24, Disguise +5 (+7 acting), Hide +19, Intimidate +27, Knowledge (arcana) +17, Knowledge (religion) +17, Knowledge (the planes) +17, Listen +16, Move Silently +19, Sense Motive +23, Spellcraft +6, Spot +21, Survival +3 (+5 on other planes)

Anticipate (Su) Jiashenth can add a +5 bonus to her Armor Class against attacks from a foe whose surface thoughts she is detecting as well as an insight bonus on attack rolls against any foe whose surface thoughts she is detecting.

Combat Telepathy (Su) By reading her opponents' surface thoughts, Jiashenth can make a Concentration check (DC 10 + damage taken during the previous round) at the beginning of her turn. If Jiashenth succeeds, she can maintain concentration on *detect thoughts* as a free action. If Jiashenth casts a spell or uses another spell-like ability, *detect thoughts* ends.

Gaseous Form (Su) A yochlol can assume gaseous form, appearing as a roiling cloud of oily green smoke. In this form, a yochlol's statistics do not change, although it is treated as if under the effects of a *gaseous form* spell that cannot be dispelled. A gaseous yochlol can use *contact other plane* at will as an additional spell-like ability. Any creature sharing the same square as a gaseous yochlol at the end of that creature's turn is affected as if by a *stinking cloud* spell (DC 20 Fort save negates). The save DC is Constitution-based.

Humanoid Form (Su) A yochlol can assume the form of a hauntingly beautiful human or elf (usually drow) woman. It has only a little flexibility in altering its specific appearance, and as a result it can't use this ability to disguise itself as a specific individual. Yochlols are nude when they initially assume humanoid form, so they often wait to assume this form until they have equipment and weapons ready.

Instant Mindscan (Su) Jiashenth gains all the information from *detect thoughts* (presence or absence of minds, Intelligence scores, and surface thoughts) in the same round when she activates the ability. Jiashenth's targets still get Will saves to keep their surface thoughts secret.

Lolth's Favor (Su) A yochlol receives a deflection bonus to its Armor Class equal to its Charisma bonus while in gaseous and spider forms.

Mind Blank (Su) A yochlol is protected at all times by the equivalent of a *mind blank* spell. This effect cannot be dispelled.

Multiple Surface Thoughts (Su) Jiashenth can simultaneously detect the surface thoughts of any four creatures who fail their Will saves. This means that she gains anticipate bonuses against all of them. Once per round as a free action, she can choose new minds to listen in on.

Rapid Shapeshifter (Ex) A yochlol can shift between its four forms as a swift action that it can perform as often as once per round.

Spherical Detect Thoughts (Su) Jiashenth can widen the area of her *detect thoughts* ability into a sphere centered on her, rather than a cone. The radius of the sphere is equal to the length of the cone.

Spider Form (Su) A yochlol can assume the form of a Medium monstrous black widow spider. It retains all of its base statistics but gains a climb speed of 30 feet. It loses its tendril attacks but gains a poisonous bite attack. The poison save DC is Constitution-based.

In humanoid form, make these changes to the natural form statistics:

AC 23, touch 16, flat-footed 17

(+6 Dex, +7 armor)

Fort +16, **Ref** +17, **Will** +17

Melee +1 rapier +22/+17/+12 (1d6+5/18-20) or

Ranged mwk hand crossbow +22 (1d4/19-20)

Combat Gear 3 *potions of cure moderate wounds*, 3 *potions of invisibility*

Spell-Like Abilities (CL 10th):

At will -- *detect thoughts* (DC 20), *dominate person* (DC 23), *darkness*, *desecrate*, *greater teleport* (self plus 50 pounds of objects only), *spider climb*, *stone shape*, *web* (DC 20)

Abilities Str 19, Dex 22, Con 20, Int 18, Wis 16, Cha 26

Skills Bluff +28, Concentration +23 (+27 casting in threatened areas), Diplomacy +27, Disguise +8 (+10 acting), Hide +19, Intimidate +30, Knowledge (arcana) +17, Knowledge (religion) +17, Knowledge (the planes) +17, Listen +16, Move Silently +19, Sense Motive +23, Spellcraft +6, Spot +21, Survival +3 (+5 on other planes)

Possessions combat gear plus +2 *mithral chainmail*, +1 *rapier*, *cloak of Charisma* +6, masterwork hand crossbow, 20 bolts, *vest of resistance* +3, 1,000 gp total in miscellaneous coins

In spider form, make these changes to the natural form statistics:

Speed 30 ft. (6 squares), climb 30 ft.

Meleebite +21 (1d6+6 plus poison)

Poison (Ex) Injury, Fortitude DC 20, initial 1d6 Con/secondary 2d6 Con.

Oshatale, Yochlol Fomenter

When Lolth wishes to capture a new world, she sends some of her most talented yochlol bards to stir up chaos and promote evil, so that it is easier to pull in the world. Oshatale is one such fomenter, a singer of surpassing talent who enters a new world early in the conquest process and begins a slow process of fomenting discontent with the status quo, whatever that is, and then moving people toward the worship of Lolth as the protector of the drow. She also incites evil behaviors through her *dominate* ability and her music, because music can define culture. When she casts *glibness*, her many lies are effectively undetectable (Bluff +60), and she has persuaded whole cultures to abandon their gods and embrace Lolth for entirely false reasons.

Oshatale is really not a combatant, and she relies exclusively on *dominated* defenders while she uses her bardic and virtuoso abilities to disrupt opponents' plans so that her minions can squash them. She functions much better against solo or paired opponents, and she tries to get a PC alone so that she can *dominate* her and send her against her friends. In combat, she makes use of her spells as much as possible.

Oshatale, Yochlol Bard 3/Virtuoso 5 (natural and gaseous form) CR 12

CE Medium outsider (chaotic, evil, extraplanar, shapechanger)

Init +6; **Senses** darkvision 60 ft.; Listen +18, Spot +15

Languages Abyssal, Drow, Common, Undercommon; telepathy 100 ft.

AC 22, touch 22, flat-footed 16

(+6 Dex, +6 deflection)

hp 162 (18 HD); **DR** 10/good

Immune acid, electricity, mind-affecting spells and effects, poison

Resist cold 10, fire 10; **SR** 22

Fort +14, **Ref** +17, **Will** +16

Speed 30 ft. (6 squares)

Melee8 tendrils +20 (1d4+5)

Base Atk +14; **Grp** +19

Atk Options Captivating Melody, Combat Casting, Combat Expertise

Special Actions bardic music 8/day, inspire competence, inspire courage (+2), virtuoso performance (persuasive song, sustaining song, jarring song)

Bard Spells Known (cast 3/5/4/1 per day, CL 7th):

3rd -- *glibness*, *love's lament*** (DC 19)

2nd -- *mirror image*, *miser's envy*** (DC 18), *suggestion* (DC 18), *wave of grief*** (DC 18)

1st -- *expeditious retreat*, *improvisation***, *phantom threat*** (DC 17), *shock and awe***

0 -- *detect magic*, *lullaby* (DC 16), *mage hand*, *mending*, *prestidigitation*, *read magic*

** Spells are found in *Spell Compendium*

Spell-Like Abilities (CL 10th):

At will -- *detect thoughts* (DC 18), *dominate person* (DC 21), *darkness*, *desecrate*, *greater teleport* (self plus 50 pounds of objects only), *spider climb*, *stone shape*, *web* (DC 18)

Abilities Str 20, Dex 22, Con 20, Int 18, Wis 15, Cha 22

SQ gaseous form, humanoid form, Lolth's favor, mind blank, rapid shapeshifter, spider form

Feats Ability Focus (*dominate person*), Captivating Melody, Combat Casting, Combat Expertise, Exotic Weapon Proficiency (hand crossbow)[B], Persuasive, Skill Focus (Bluff), Weapon Finesse

Skills Balance +8, Bluff +30, Concentration +24 (+28 casting in threatened areas), Diplomacy +31, Disguise +12 (+14 acting), Escape Artist +12, Gather Information +11, Hide +19, Intimidate +23, Jump +7, Knowledge (arcana) +17, Knowledge (religion) +17, Knowledge (the planes) +17, Listen +18, Move Silently +19, Perform (sing) +27, Sense Motive +16, Spellcraft +12, Spot +15, Survival +2 (+4 on other planes), Tumble +18, Use Rope +6 (+8 bindings)

Virtuoso Performance (Su) Oshatale can use her Perform skill to create magical effects on those around her 8 times per day. Starting a virtuoso performance effect is a standard action. Some virtuoso performance abilities require concentration, which means that the virtuoso must take a standard action each round to maintain the ability. Unlike with bardic music, virtuoso performance doesn't restrict a virtuoso's spellcasting or magic item activation. Oshatale can spend two daily uses of bardic music to deliver a virtuoso performance.

Persuasive Song (Ex): Oshatale can deliver a performance that sways the attitude of her audience. Treat this as a Diplomacy check made to influence NPC attitudes, but replace the Diplomacy check with a Perform check. Viewers must be within 30 feet of her, be able to see and hear her clearly, and be willingly paying attention to her actions. This ability requires at least 10 consecutive rounds of concentration to take effect, and it can affect a particular creature only once per day. Hostile audience members can't be influenced with this ability.

Sustaining Song (Su): Oshatale can sustain dying allies; each round that the song continues, all allies within 30 feet automatically become stable (if dying) or regain 1 hit point (if stable and between -1 and -9 hit points). A sustaining song has no effect on enemies or on allies with 0 or more hit points. Oshatale can keep up her sustaining song for 5 minutes. This is a mind-affecting ability.

Jarring Song (Su): Any enemy within 30 feet attempting to cast a spell during Oshatale's jarring song must make a Concentration check with a DC equal to her Perform check to avoid losing the spell. Oshatale can keep up a jarring song for 10 rounds.

Gaseous Form (Su) A yochlol can assume gaseous form, appearing as a roiling cloud of oily green smoke. In this form, a yochlol's statistics do not change, although it is treated as if under the effects of a *gaseous form* spell that cannot be dispelled. A gaseous yochlol can use *contact other plane* at will as an additional spell-like ability. Any creature sharing the same square as a gaseous yochlol at the end of that creature's turn is affected as if by a *stinking cloud* spell (DC 20 Fort save negates). The save DC is Constitution-based.

Humanoid Form (Su) A yochlol can assume the form of a hauntingly beautiful human or elf (usually drow) woman. It has only a little flexibility in altering its specific appearance, and as a result it can't use this ability to disguise itself as a specific individual. Yochlols are nude when they initially assume humanoid form, so they often wait to assume this form until they have equipment and weapons ready.

Lolth's Favor (Su) A yochlol receives a deflection bonus to its Armor Class equal to its Charisma bonus while in gaseous and spider forms.

Mind Blank (Su) A yochlol is protected at all times by the equivalent of a *mind blank* spell. This effect cannot be dispelled.

Rapid Shapeshifter (Ex) A yochlol can shift between its four forms as a swift action that it can perform as often as once per round.

Spider Form (Su) A yochlol can assume the form of a Medium monstrous black widow spider. It retains all of its base statistics but gains a climb speed of 30 feet. It loses its tendril attacks but gains a poisonous bite attack. The poison save DC is Constitution-based.

In humanoid form, make these changes to the natural form statistics:

Init +7; **Senses** darkvision 60 ft.; Listen +18, Spot +15

AC 26, touch 17, flat-footed 19

(+7 Dex, +7 armor, +2 natural)

Fort +14, **Ref** +18, **Will** +16

Melee +2 rapier +23/+18/+13 (1d6+7/18-20) or

Ranged mwk hand crossbow +22 (1d4/19-20)

Bard Spells Known add +4 to saving throw DCs for all spells

Spell-Like Abilities (CL 10th):

At will -- *detect thoughts* (DC 20), *dominate person* (DC 23), *darkness*, *desecrate*, *greater teleport* (self plus 50 pounds of objects only), *spider climb*, *stone shape*, *web* (DC 20)

Abilities Str 20, Dex 24, Con 20, Int 18, Wis 15, Cha 26

Skills Balance +9, Bluff +32, Concentration +24 (+28 casting in threatened areas), Diplomacy +33, Disguise +14 (+16 acting), Escape Artist +13, Gather Information +13, Hide +20, Intimidate +25, Jump +7, Knowledge (arcana) +17, Knowledge (religion) +17, Knowledge (the planes) +17, Listen +18, Move Silently +20, Perform (sing) +29, Sense Motive +16, Spellcraft +12, Spot +15, Survival +2 (+4 on other planes), Tumble +19, Use Rope +7 (+9 bindings)

Possessions +2 mithral chainmail, +2 rapier, masterwork hand crossbow, 20 bolts, *cloak of Charisma* +4, *gloves of Dexterity* +2, *amulet of natural armor* +2

In spider form, make these changes to the natural form statistics:

Speed 30 ft. (6 squares), climb 30 ft.

Melee bite +19 (1d6+6 plus poison)

Poison (Ex) Injury, Fortitude DC 20, initial 1d6 Con/secondary 2d6 Con.

Additional Feats

These feats are not presented in the *Player's Handbook* or *Monster Manual*.

Captivating Melody (from *Complete Mage*): As a swift action before casting a spell, you can attempt a Perform check (DC 15 + the level of the spell you intend to cast). If you succeed, you can sacrifice one of your daily uses of bardic music to increase the save DC of the next enchantment or illusion spell you cast in the same round by 2. If the Perform check fails, you still lose one daily use of bardic music but gain no benefit. You can apply Captivating Melody only to spells cast by the same class that grants you your bardic music ability. For instance, if you are a multiclass bard/wizard, you can apply this feat to bard spells, but not to spells you cast as a wizard.

Two-Weapon Rend (from *Player's Handbook II*): If you successfully hit an opponent with both of the weapons

you wield, you deal extra damage equal to 1d6 + 1-1/2 times your Strength bonus. This extra damage is treated as the same type as your off-hand weapon deals normally for the purposes of overcoming damage reduction and other effects related to damage type. You can gain this damage once per round against a given opponent.

About the Author

Robert Wiese has been playing **D&D** since 1978 after he watched a game played in the car on the way home from a Boy Scouts meeting. He was fascinated, and delved into this strange world of dragons and magic and sourcebooks. Years later, he was hired to edit tournaments for the **RPGA** Network, and from there progressed to running the network after his boss was assassinated in the great Christmas purge of 1996. Times were tough, but he persevered and brought the **RPGA** into a shining new era. Eventually he met a girl who liked to play **D&D** too, and he left Renton for the warmth and casinos of Reno, Nevada. Now, he works in the Pharmacology department of UNR studying mouse foot muscles and the effects of RF emissions on same. He spends as much time as possible with his wife Rhonda and year-old son Owen.

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